

Pyromancy

1 Pyroclastic Flow

5+ [9+] {12+}

- Hex
- Missile
- Damage
- Range 36" [24"] {12"}

Instant

The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.

Pyromancy

2 Cascading Fire

6+ [10+]

- Augment
- Range 24" [6"Aura]

Remains in Play

At the Initiative 0 step of each Round of Combat involving the target, all enemy models in base contact with the target unit suffer a Strength 4 hit with Flaming Attacks. This is a Special Close Combat Attack.

Pyromancy

3 Scorching Salvo

7+ [10+]

- Hex
- Damage
- Range 24" Aura

Instant

The target suffers |D3|[D6] Strength 4 hits with Flaming Attacks.

Pyromancy

4 Immolation

8+

- Ground
- Range 18"

 Remains in Play

Place a round 3" diameter marker with its center on the selected target point and the marker more than 1" from all units. At the end of each Phase, each unit that has been in contact with the marker during that Phase suffers an Area Attack (4) with Strength 4 and Flaming Attacks. No unit can be affected by this more than once per Player Turn.

Pyromancy

5 Flaming Swords

10+ [13+]

- Augment
- Range 18" [6" Aura]

Remains in Play

The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.

Pyromancy

6 Enveloping Embers

12+

- Hex
- Damage
- Direct
- Range 24"

 Instant

Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.

Pyromancy

T Fireball

- Hex
- Missile
- Damage
- Range 24"

 Instant

The target suffers D3 Strength 4 hits with Flaming Attacks.

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